Starships D6 / Mynock X-Wing / Tie Intercpto



Name: Mynock Tie Int Ugly Starfighter
Type: Mynock X-Wing / Tie Intercptor Hybrid Ugly Starfighter
Scale: Starfighter
Length: 7.3 Meters
Skill: Starfighter Piloting - Mynock Ugly
Crew: 1 + Astromech
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D, Starship Shields 3D
Consumables: 1 Day
Cost: 45,000 (used)
Cargo Capacity: 450 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Uses Astromech
Space: 7
Atmosphere: 350;1050kmh
Maneuverability: 1D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 3/3D

Weapons:
- 4 Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D

Description: The Mynock is a hybrid of heavily damaged X-Wing fighters and Tie Interceptors, both common debris during the galactic civil war. The forward cockpit module of the X-Wing is attached to the body of the Interceptor, with two of the X-Wings drives fitted either side as well as two of the dagger panels of the Interceptor which help power the vessel. The twin laser cannons on the front of the dagger panels are supplimented by twin cannons added to the front of the cockpit module, as well as a scrapped Astromech is fixed into place to allow hyperspace jumps.

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